Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1. (currently amended) A system for mapping captured multimedia information onto ~~emoticons~~ graphics for insertion into a communication using an Instant Messaging (IM) application, wherein the insertion is based on multimedia information, the system comprising:

an information capture module for capturing the multimedia information in the vicinity of a machine on which the user is using the IM application;

an information extraction and interpretation module communicatively coupled with the information capture module, for extracting relevant information from the captured multimedia information and interpreting it; and

a mapping module communicatively coupled with the information extraction and interpretation module, for mapping the interpreted information onto ~~an emoticon~~ a graphic;

an Application Program Interface module for the IM application, communicatively coupled to the mapping module, for inserting the graphic into the communication in real time using the IM application, said inserting only occurring after detecting a trigger from a user.

2. (original) The system of claim 1, wherein the multimedia information comprises at least one of audio information, still image information, and video information.

3. (canceled)

4. (currently amended) The system of claim 1, wherein the emoticon graphic is predefined by the IM application.

5. (currently amended) The system of claim 1, wherein the ~~emoticon~~ graphic is predefined by a third-party application.

6. (currently amended) The system of claim 1, wherein the ~~emoticon~~ graphic is created by the user.

7. (currently amended) The system of claim 6, wherein the ~~emoticon~~ graphic is created by the user by processing captured multimedia information.

8. (currently amended) A method for mapping captured multimedia information onto ~~emoticons~~ graphics for insertion into a communication using an Instant Messaging (IM) application, wherein the insertion is based on multimedia information, the method comprising:

receiving the captured multimedia information;

interpreting the captured multimedia information; and

mapping the interpreted information onto ~~an emoticon~~ a graphic:

inserting the graphic into the communication in real time, said inserting only occurring after detecting a trigger from a user.

9. (original) The method of claim 8, wherein the multimedia information comprises at least one of audio information, still image information, and video information.

10. (canceled)

11. (currently amended) The method of claim 8, wherein the step of mapping the interpreted information onto ~~an emoticon~~ a graphic comprises:

selecting one ~~emoticon~~ graphic out of a plurality of ~~emoticons~~ graphics predefined in the IM application.

12. (currently amended) The method of claim 8, wherein the step of mapping the interpreted information onto ~~an emoticon~~ a graphic comprises:

selecting one ~~emoticon~~ graphic out of a plurality of ~~emoticons~~ graphics predefined in a third-party application.

13. (currently amended) The method of claim 8, wherein the step of mapping the interpreted information onto ~~an emoticon~~ a graphic comprises:

selecting one ~~emoticon~~ graphic out of a plurality of customized ~~emoticons~~ graphics created by the user.

14. (currently amended) The method of claim 8, further comprising:

determining whether ~~a~~ said trigger has been received;

responsive to the trigger being received, capturing the multimedia information.

15. (currently amended) A method for creating ~~an emoticon~~ a graphic for a communication using an IM application, based on captured multimedia information, the method comprising:

receiving the captured multimedia information; and

processing the received captured multimedia information to create ~~an emoticon~~ a graphic;

inserting the graphic into the communication in real time, said inserting only occurring after detecting a trigger from a user.

16. (currently amended) The method of claim 15, further comprising:

inserting the ~~emoticon~~ graphic into the communication using the IM application.

17. (currently amended) The method of claim 15, further comprising:

storing the ~~emoticon~~ graphic for use in a later IM communication using the application.

18. (currently amended) The method of claim 15, wherein the step of processing the received captured multimedia information to create ~~an emoticon~~ a graphic comprises:

reducing the size of the captured multimedia information.

19. (currently amended) The method of claim 15, wherein the step of processing the received captured multimedia information to create ~~an emoticon~~ a graphic comprises:

reducing the resolution of the captured multimedia information.

20. (currently amended) The method of claim 15, wherein the step of processing the received captured multimedia information to create ~~an emoticon~~ a graphic comprises:

selecting a frame from a plurality of frames of the captured multimedia information.

21. (currently amended) A system for mapping captured multimedia information onto emoticons graphics for insertion into an electronic medium, wherein the insertion is based on multimedia information, the system comprising:

an information capture module for capturing the multimedia information in the vicinity of a machine in communication with the electronic medium;

an information extraction and interpretation module communicatively coupled with the information capture module, for extracting relevant information from the captured multimedia information and interpreting it; and

a mapping module communicatively coupled with the information extraction and interpretation module, for mapping the interpreted information onto ~~an emoticon~~ a graphic;

an Application Program Interface module, communicatively coupled to the mapping module, for inserting the graphic into the communication in real time, said inserting only occurring after detecting a trigger from a use.

22. (original) The system of claim 21, wherein the multimedia information comprises at least one of audio information, still image information, and video information.

23. (canceled)

24. (currently amended) A method for mapping captured multimedia information onto ~~emoticons~~ graphics for insertion into an electronic medium, wherein the insertion is based on multimedia information, the method comprising:

receiving the captured multimedia information;

interpreting the captured multimedia information; and

mapping the interpreted information onto ~~an emoticon~~ a graphic;

inserting the graphic into the communication in real time, said inserting only occurring after detecting a trigger from a user.

25. (original) The method of claim 24, wherein the multimedia information comprises at least one of audio information, still image information, and video information.

26. (canceled)

27. (currently amended) A system for mapping captured multimedia information onto ~~emoticons~~ graphics for insertion into an electronic communication, wherein the insertion is based on multimedia information, the system comprising:

an information capture module for capturing the multimedia information in the vicinity of a machine the user is using for the electronic communication;

an information extraction and interpretation module communicatively coupled with the information capture module, for extracting relevant information from the captured multimedia information and interpreting it; and

a mapping module communicatively coupled with the information extraction and interpretation module, for mapping the interpreted information onto ~~an emoticon~~ a graphic;

an Application Program Interface module, communicatively coupled to the mapping module, for inserting the graphic into the communication in real time, said inserting only occurring after detecting a trigger from a user.

28. (original) The system of claim 27, wherein the multimedia information comprises at least one of audio information, still image information, and video information.

29. (canceled)

30. (new) The system of claim 1 wherein said graphic represents motion by said user.

31. (new) The system of claim 1 wherein said trigger is a gesture by said user.

32. (new) The system of claim 1 wherein said relevant information extracted by said information extraction and interpretation module is in a non graphic format.

33. (new) The system of claim 1 wherein said relevant information extracted by said information extraction and interpretation module is mapped to one of a preselected group of graphics, including graphics representing a smile, a frown and a wink.

34. (new) The system of claim 1 wherein said relevant information extracted by said information extraction and interpretation module is an article worn by said user.